OnTheMap

How to Use the OnTheMap Selection Tools
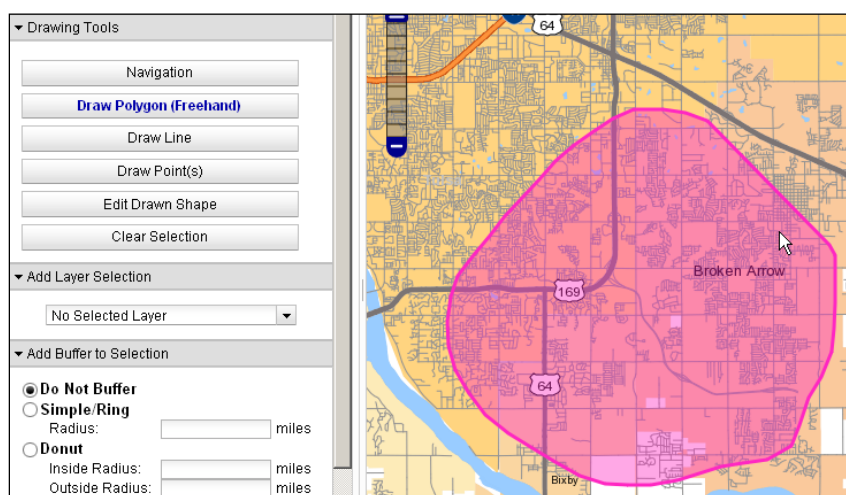
Local Employment Dynamics

The Selection tab (and Advanced tab) provides an array of selection tools for the creation of analysis areas. For more information about using advanced area selections, click here. For detailed comparisons of different selection areas, click here. Note: Users must click "Confirm Selection" to view the final selection area and continue with the analysis.

A. **Drawing Tools** - The drawing tool choice determines how mouse clicks in the map viewer are interpreted. Choose the **Navigation** tool to use the mouse to drag and pan the map to the desired location. Once the map viewer is centered on the area of interest and zoomed to the preferred level, activate the **Draw Point(s)**, **Draw Line**, or **Draw Polygon (Freehand)** tool by clicking on the name (a tool is active when highlighted in blue). Alter a drawn shape by clicking on the **Edit Drawn Shape** tool. Use the **Clear Selection** button to clear the map viewer and restart the selection area process.
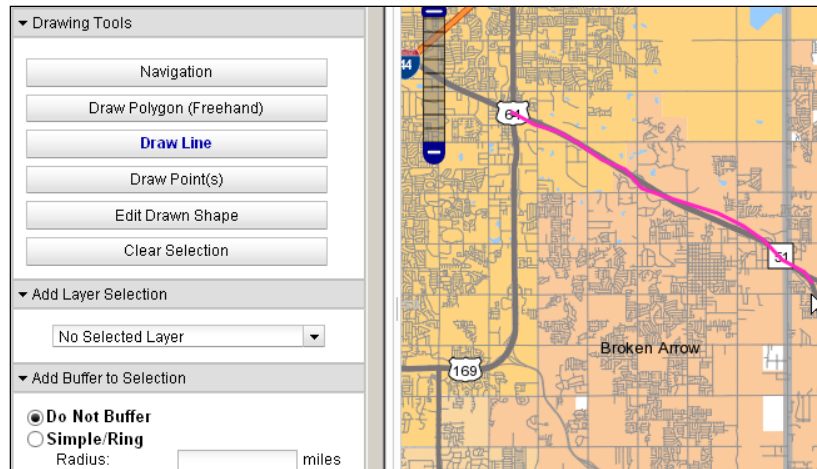

1. The **Draw Polygon (Freehand)** tool allows users to draw a freehand selection area directly in the map viewer. Simply click once to begin drawing, and then move the mouse to encircle the desired area while clicking the mouse button at each vertex point. Double-click the mouse button to complete the polygon area. The drawn area will be outlined and shaded pink.
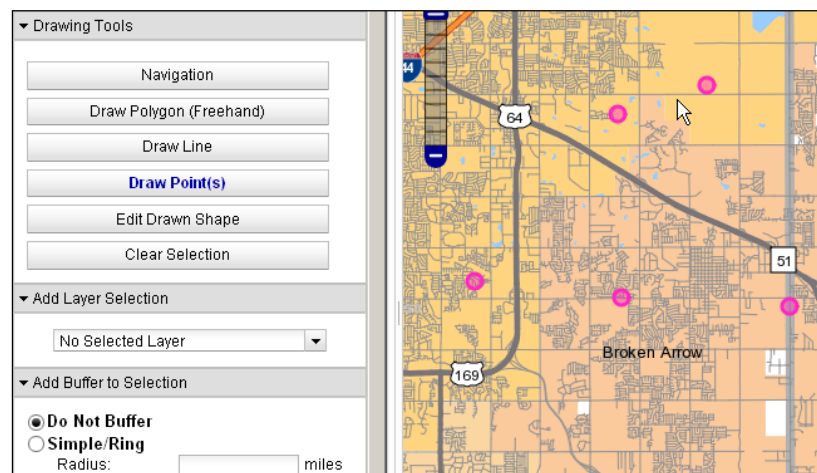

Confirm the selection area to continue or add a layer selection or buffer option (see below for details on these selection options).

2. The **Draw Line** tool allows users to draw a line directly in the map viewer. Simply click once to begin drawing, and then move the mouse to along the desired path while clicking the mouse button at each vertex point. Double-click the mouse button to complete the drawn line. The drawn line will be colored pink.

Add a layer selection and/or one of the buffer options to continue (see below for details on these selection options).
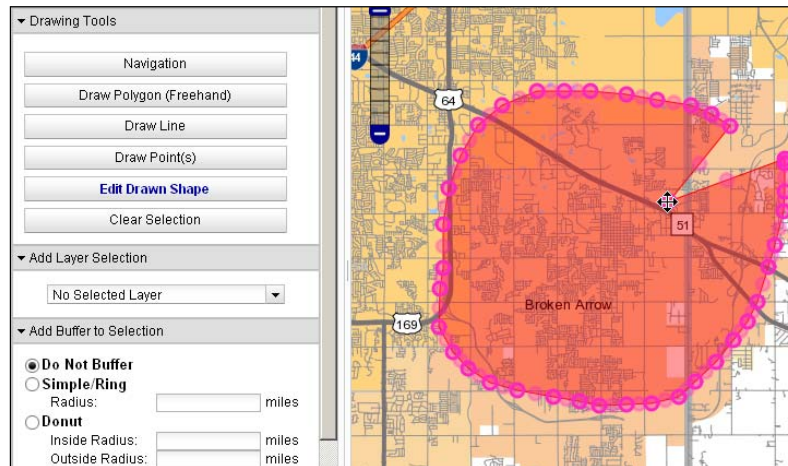
3. The **Draw Point(s)** tool allows users to drop one or more points in the map viewer. Simply click with the mouse button in each location a point is desired. Each drawn point will be colored pink.

Add a layer selection and/or one of the buffer options to continue (see below for details on these selection options).
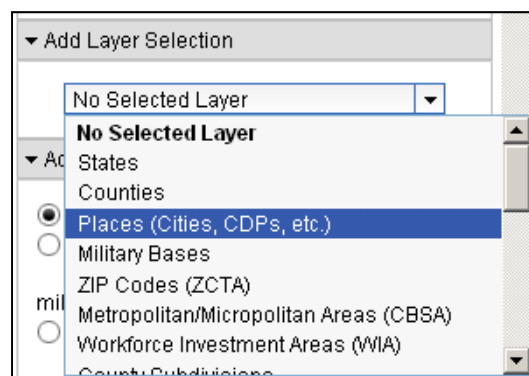
4. The **Edit Drawn Shape** tool can be used to edit an existing line or polygon area in the map viewer. Click on the drawn line or polygon to display the vertices that determine the shape's form. Vertices can be dragged to a new location or deleted by hitting the 'Delete' or 'D' key. New vertices can be created by clicking the semi-transparent dots along the

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edge of the line or polygon. Click the anywhere in the map viewer or control panel to save the edits.

Confirm the selection area to continue or add a layer selection or buffer option (see below for details on these selection options).

B. <u>Add Layer Selection</u> – The "Add Layer Selection" dropdown allows users to select predefined Census geographies touched by the features drawn in the map viewer. Available layer types include Places, Counties, ZIP code areas, Congressional Districts, School Districts, Census Tracts, and many more. Individual features of the chosen layer type are selected if touched, intersected or contained by the drawn points, line, or polygon area. The layer type chosen in the dropdown need not be active in the base map (i.e. visible in the map viewer) in order to have its features selected.

Confirm the selection area to continue or add a buffer around the selection area (see below).

C. <u>Add Buffer to Selection</u> – The buffer options operate on the drawn features or selected layer features in the map viewer. Activate the radio button of a buffer option, then enter the desired buffer radius in miles (decimals are allowed). If the "Add Layer Selection" dropdown shows a geographic layer type, the selected features of that type will be buffered. If the

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dropdown is set to "No Selected Layer," the point(s), line, or polygon drawn in the map viewer will be buffered according to the entered radius.

1. The **Simple/Ring** buffer offers the most basic option: the entered radius value is added to the active feature in the map viewer, whether it is a set of points, a line, a polygon, or features selected from a pre-defined geographic layer.

2. The **Donut** buffer option requires two radius values to be entered. The Outside Radius value adds a simple buffer that functions as the outside edge of the selection area. The Inside Radius adds an inside edge based on the mile distance entered, creating a selection area comprised of the region between the two edges.

3. The **Plume** buffer option adds a gradually increasing buffer to a user-drawn line, based on the entered start and end radius values. The Plume buffer does not function with the "Add Layer Selection" option or when using the Draw Point(s) or Draw Polygon tools.

Confirm the selection area to continue.

D. <u>Previous Shapes</u> – To reuse a previously selected area from the current OnTheMap session, simply click on the "Reuse Selection" button in the Previous Shapes section at the bottom of the Selection (or Advanced) tab. You can also remove areas by clicking on "Delete Selection."